

Appl. No. 09/650,258
Amdt. dated March 2, 2005
Response to Office action of September 2, 2004

REMARKS

Reconsideration is respectfully requested. Claims 1-4, 6-9 and 14-16 are present in the application.

Applicant's attorney wishes to thank the Examiner for the courtesy extended in the telephone conference of February 17, 2005. The Examiner's interview summary mailed February 23, 2005, reflects what was discussed, so it is believed that no further summary is necessary.

Claims 1-9, 13 and 14 are rejected under 35 U.S.C. §103(a) as being unpatentable over Morawiec (US 6,010,405) in view of Miyata et al (US 6,392,644).

Applicant respectfully traverses. Claim 1 has been amended herein, while new claims 15 and 16 are added. Claims 5 and 10-13 are canceled.

As applicant has noted before, Morawiec does not appear to show a three-dimensional game space, but instead has multiple 2 dimension game spaces, which is different than a 3-dimensional space as contemplated by the applicant's invention.

The essence of what Morawiec shows is a character moving around in multiple 2-dimensional spaces, completing actions in a first 2-dimensional space, then moving on to another, different 2-dimensional space. Morawiec contemplates 2-dimensional space movements, not 3-dimensional space movements. Column 10, lines 62-64, of Morawiec discusses that the buttons for movement

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provide left and right movements, and jump up or crouch down, and that this further points that the player is not operating in a 3-dimensional space, but instead a 2-dimensional space.

The Examiner noted in the interview that it is the Examiner's position that the 2-D panel when active becomes a 3-D space. Applicant submits that the Morawiec document really only contemplates 2D panels, but does some processing to give the active panel a "greater three dimensional feel than those displayed in the dormant panels". (column 5, line 52 of Morawiec) But, it is applicant's position that the three dimensional feel (which is accomplished by assigning display priorities so that items that would be in background are overwritten by foreground items) is not the same as the three-dimensional game space in applicant's invention, and that it should not be considered so by the Examiner. Morawiec says that the player is "permitted free movement" within the active panel, but in column 10, lines 63-64, notes that the controls provided left or right or jump up or crouch down movements. This implies that only a 2 dimensional movement is allowed, indicating a 2 dimensional spaces, not a three dimensional space.

In contrast, the applicant's invention involves a character that moves around in a three-dimensional space, and the multiple 2-dimensional views are presented to the player in that space as the player moves along.

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Claim 1 is further amended herein to add that three-dimensional objects corresponding to at least one of enemy characters except for the character corresponding to a player, traps and items are arranged in manner of different contents and different order in said field of view corresponding to each of a plurality of viewpoints. This additional feature of the invention provides advantages in that by this, it is easier to realize a plurality of stories in a game having different difficulties.

Claims 15 and 16 are added. Claim 15 depends on claim 1 adding that the three-dimensional objects corresponding to said character corresponding to a player, said enemy characters, said traps and said items are configured by polygons. Claim 16 depends from claim 1, further reciting that said image preparing unit performs perspective projection conversion based on the viewpoint set by said viewpoint setting unit to said three-dimensional objects and generates said two-dimensional images.

It is respectfully submitted that the claims as presently configured are allowable. Miyata et al, no matter what it shows, does not provide the teaching necessary to Morawiec that would be required to produce applicant's invention.

Morawiec does not, in applicant's view, teach a three-dimensional game space, for the reasons noted above.

In the present invention, a predetermined course is set in the three-dimensional game space. At the time of moving a

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character along a predetermined course, viewpoints are changed corresponding to the moving of the character, and two-dimensional images corresponding to their plurality of viewpoints are generated. Therefore, even if only one three-dimensional game space is prepared, plurality of two-dimensional images including different contents can be generated. Thus, there is no need to prepare a plurality of three-dimensional game spaces including different contents (background data of the character) for generating the two-dimensional images including different contents.

In the present invention a predetermined course is set in the three-dimensional game space, and a character that corresponds to a player moves along a predetermined course. A plurality of viewpoints are set corresponding to one course and the viewpoints are changed corresponding to the moving of the player. At the time of moving a character, a plurality of two-dimensional images corresponding to each viewpoint is generated using the same three-dimensional space.

Morawiec discloses a game apparatus but as noted above, the character in that document does not move along a course in three-dimensional game space, as the present invention. Moreover, plurality of viewpoints is not set corresponding to one course, nor are the viewpoints are changed corresponding to the moving of the player. Miyata does not disclose the course set in a three-dimensional game space, the moves of the

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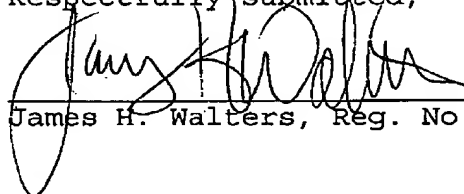
character and relationship between the courses and the plurality of the viewpoints. The combination of the two documents does not generate applicant's claimed invention.

Therefore, applicant respectfully submits that even in the combination of the two documents, the claimed invention is not thereby generated.

Accordingly, it is submitted that the application is allowable.

In light of the above noted amendments and remarks, this application is believed in condition for allowance and notice thereof is respectfully solicited. The Examiner is asked to contact applicant's attorney at 503-224-0115 if there are any questions. Thank you.

Respectfully submitted,


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